

## ABSTRACT

A graphical display animation system is disclosed that supports timed modification of element property values of elements within a graphical display. The animation system utilizes a display structure for maintaining a set of elements corresponding to displayed objects within a graphically displayed scene. The elements include a variable property value. The animation system also utilizes a property system that maintains properties associated with elements maintained by the display structure. The properties include dynamic properties that are capable of changing over time – and thus affecting the appearance of the corresponding element on a graphical display. The animation system includes animation classes, from which animation objects are instantiated and associated with an element property at runtime. The animation object instances provide time varying values affecting values assigned to the dynamic properties maintained by the property system.

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